

**MUSCLES
&
GUNS**



ISSUE #3 MARCH
\$3.95

DEMONSKIN



JORDAN * SPONG * HOARE

Story
Jason Jordan &
Matthew Spong

Pencils
Jeremy Hoare

Inks, Lettering, Design
& Additional Pencils
Jason Jordan

Cover
Drew Bickford

***Wrapped in a living exoskeleton
Nathaniel Bishop is consumed
by a malevolent entity with
sinister purposes.***

Special Thanks to:

Sam Young of Issue One Comics
for his encouragement & advice,
Tim McEwen for not dismissing this
as just another horror comic,
Marco (Bloodmarine) Nero for
blowing us away with his portfolio,
Mathew (George Lucas) Hutton,
Ross Murray for not leaving the
booth, Matthew Spong for sticking
with us, Drew Bickford for his
wonderful sculpture, Jay
for hanging in there with me,
all the shops that took copies of
Demonskin, everyone that has
bought one, my Parents &
Grandparents, Jason & Amber,
G-whizz, Marty McGlashan,
& Kelly Starr.

DEMONSKIN: 'Lay Some Skin On Me'
#3 (of 6) March 1997. Published by
Muscles & Guns Comics,
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1996, 58 Heather Rd Winmalee 2777 N.S.W.

Editor - Ross Murray

Detective Roland Arnold Vuchs

Homicide division New York Police
Department.

22 Year service.

Awarded 17 medals for valor in the line
of duty.

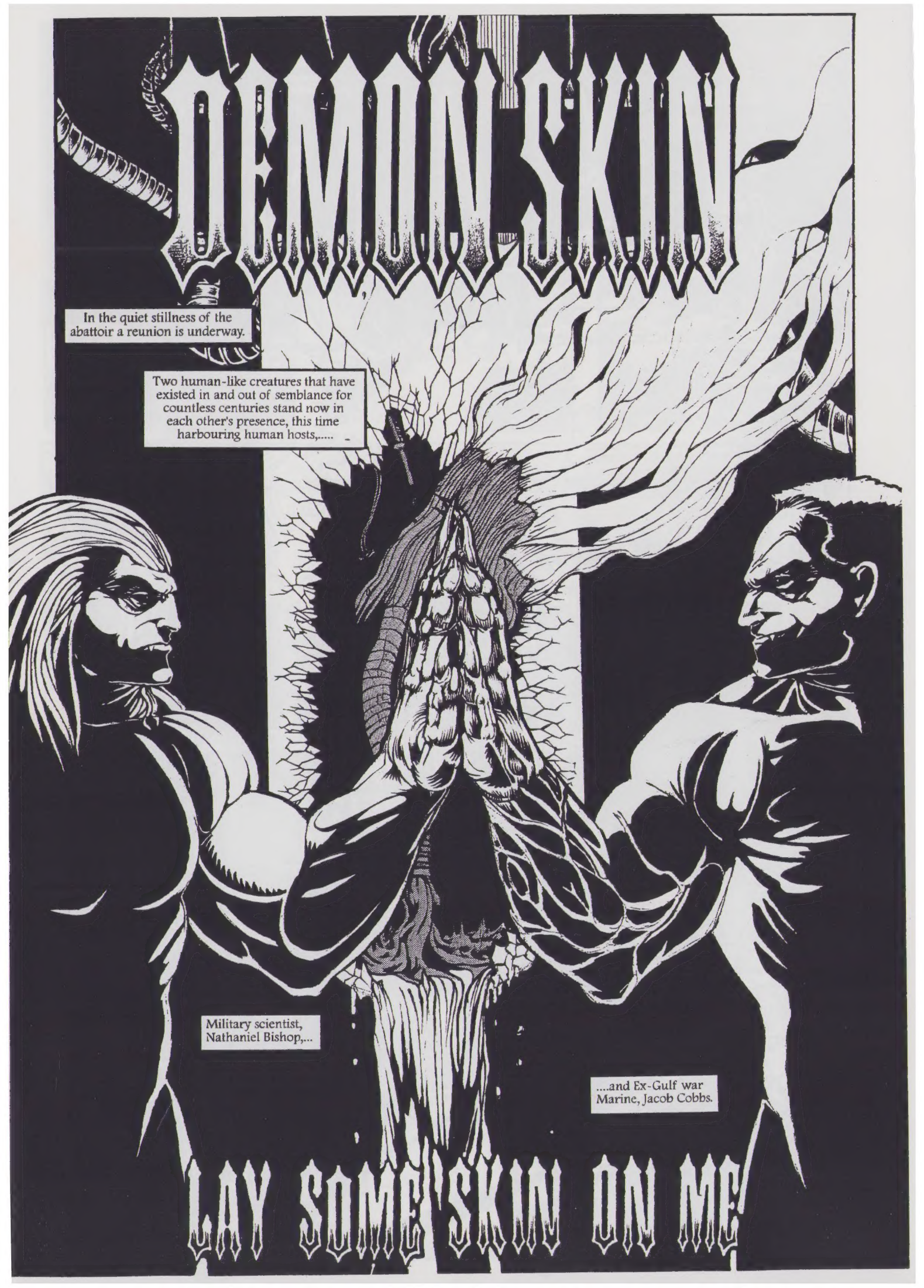
Responsible for the destruction of five
Police cars,

two unmarked Police cars, one Seven
Eleven convenience store, one city
garbage loader, one hotel lot, fourteen
privately own vehicles, \$10,000
in city damages, convicted and
suspended for conducting Police
investigations without a search
warrant, convicted and suspended for
Police brutality against 28 suspected
felons.

Detective Vuchs is currently under
review by the department and may face
an indefinite suspension from law
enforcement..



DEVIL'S SKIN



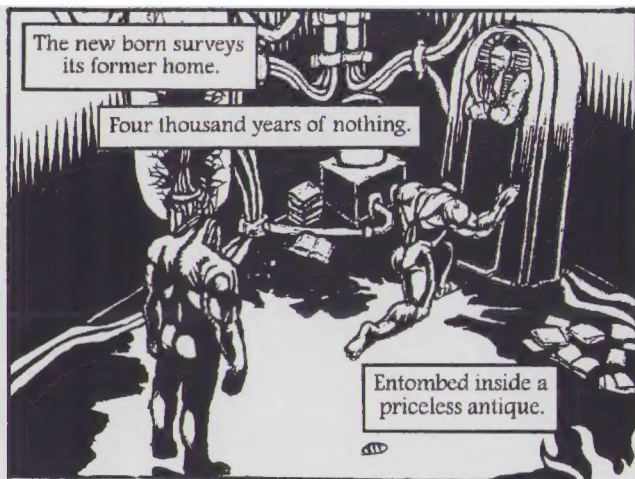
In the quiet stillness of the
abattoir a reunion is underway.

Two human-like creatures that have
existed in and out of semblance for
countless centuries stand now in
each other's presence, this time
harbouring human hosts,.....

Military scientist,
Nathaniel Bishop,....

....and Ex-Gulf war
Marine, Jacob Cobbs.

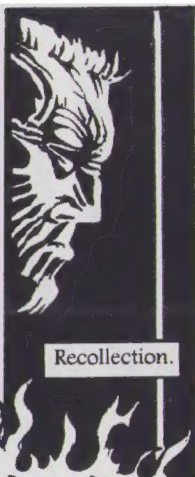
LAY SOME SKIN ON ME



The new born surveys
its former home.

Four thousand years of nothing.

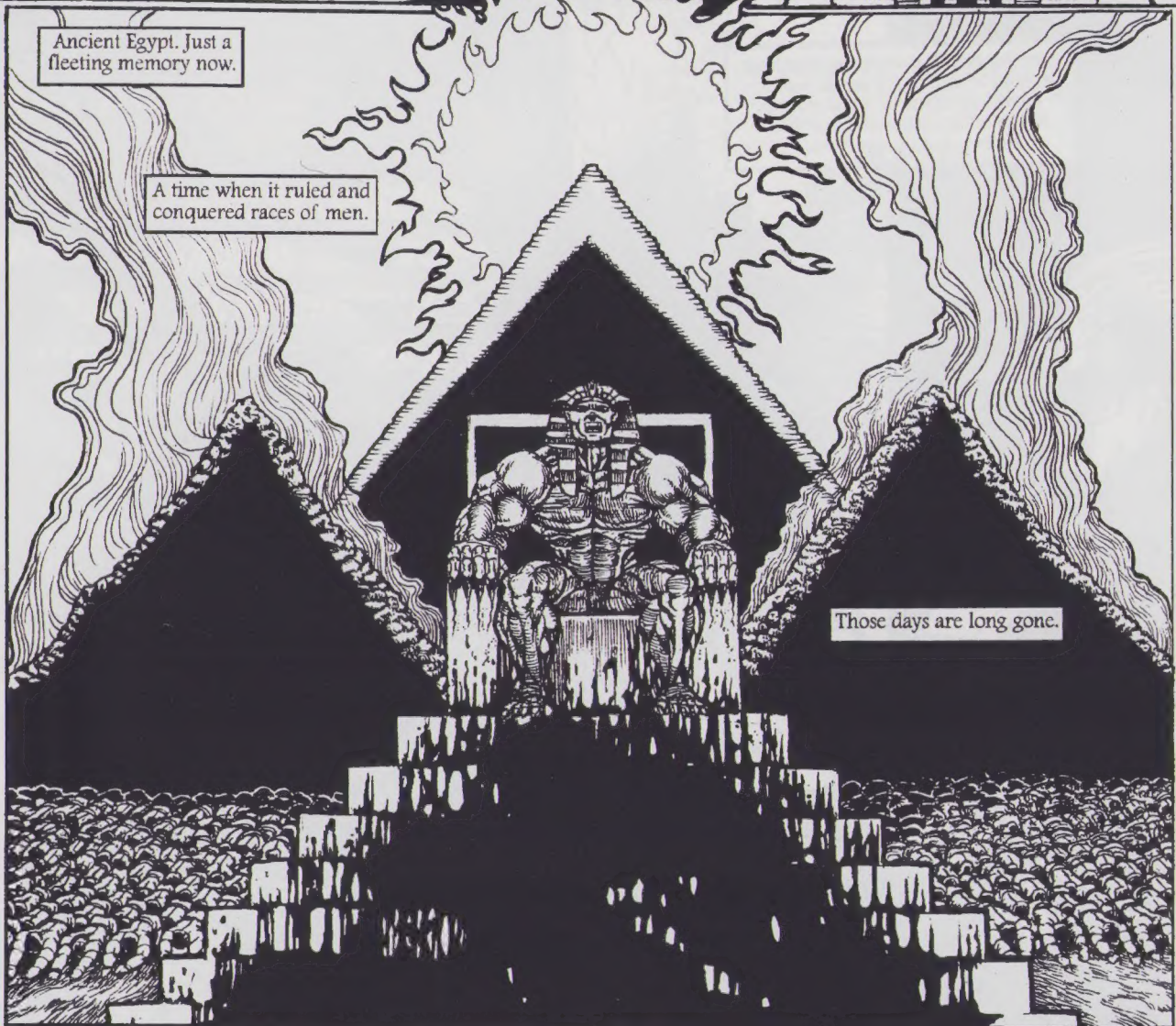
Entombed inside a
priceless antique.



Recollection.



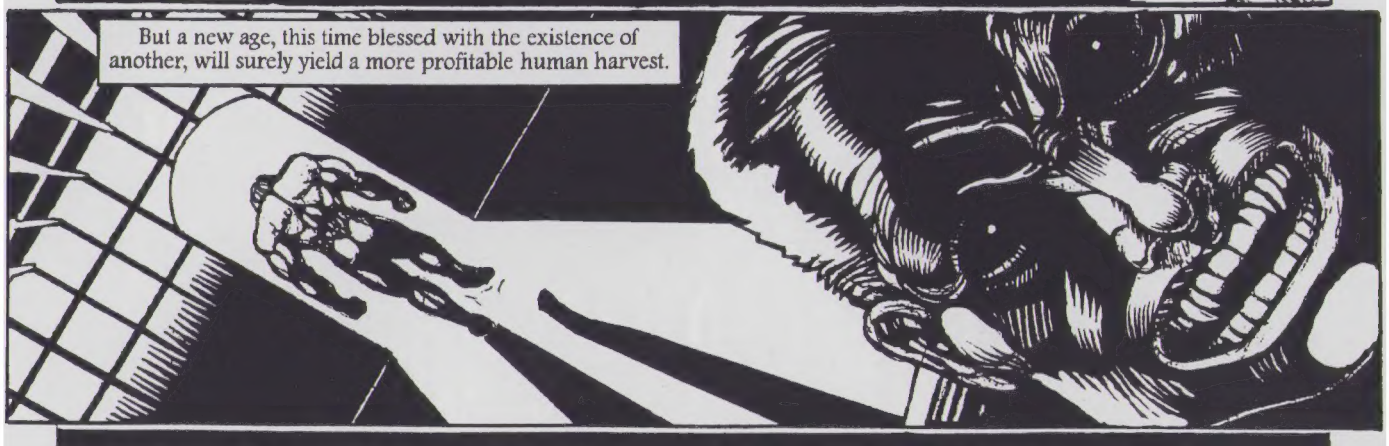
Infuriating.



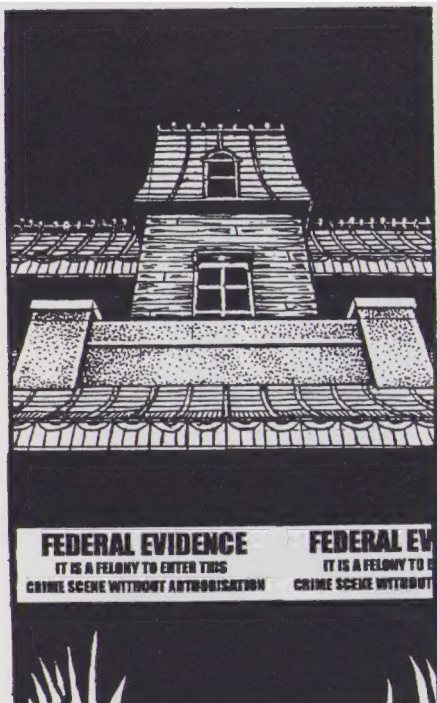
Ancient Egypt. Just a
fleeting memory now.

A time when it ruled and
conquered races of men.

Those days are long gone.

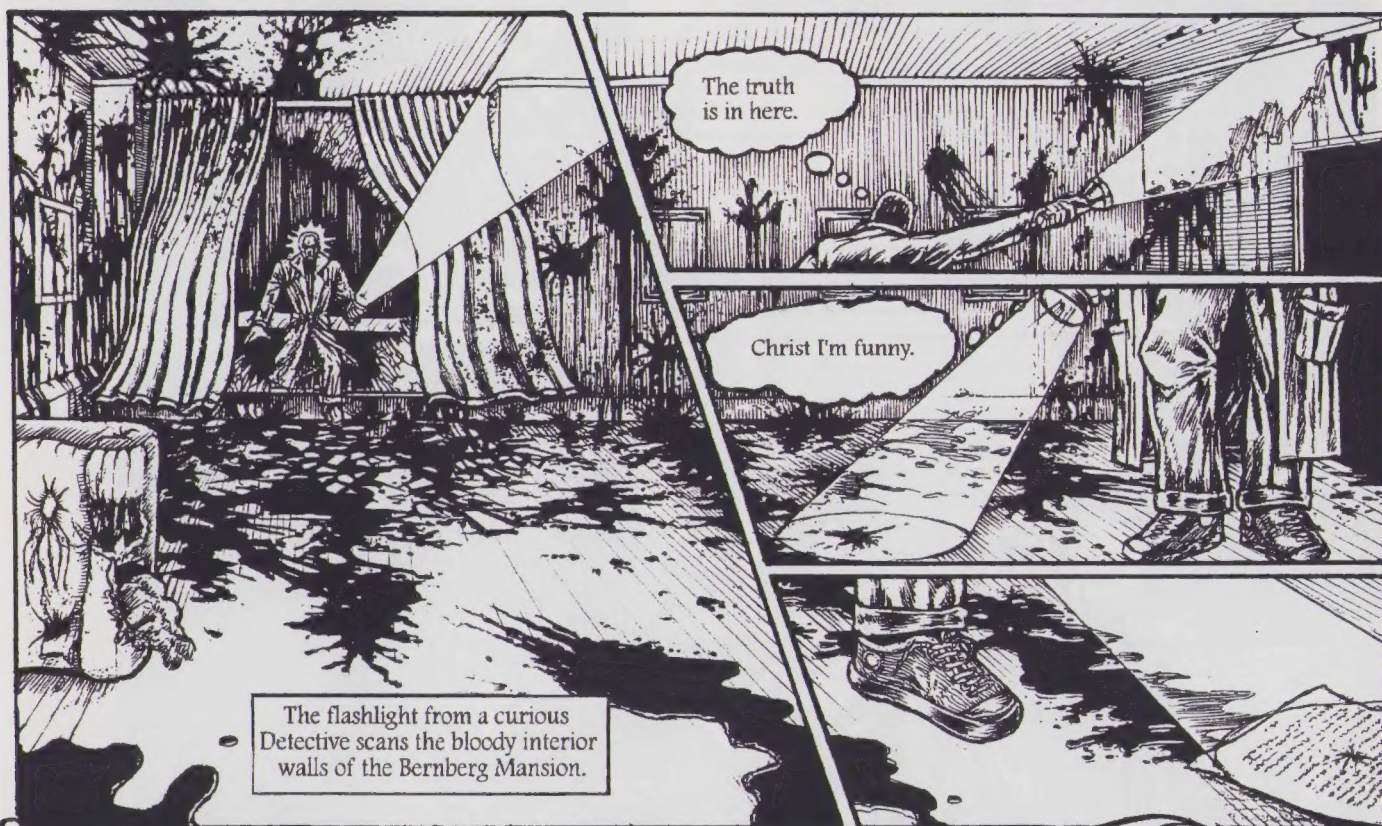


But a new age, this time blessed with the existence of
another, will surely yield a more profitable human harvest.



FEDERAL EVIDENCE
IT IS A FELONY TO ENTER THIS
CRIME SCENE WITHOUT AUTHORIZATION

FEDERAL EV
IT IS A FELONY TO E
CRIME SCENE WITHOUT



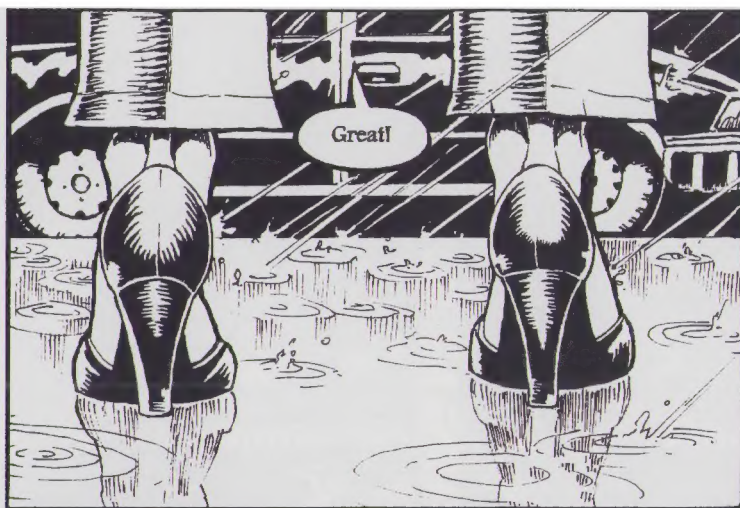
The truth
is in here.

Christ I'm funny.

The flashlight from a curious
Detective scans the bloody interior
walls of the Bernberg Mansion.



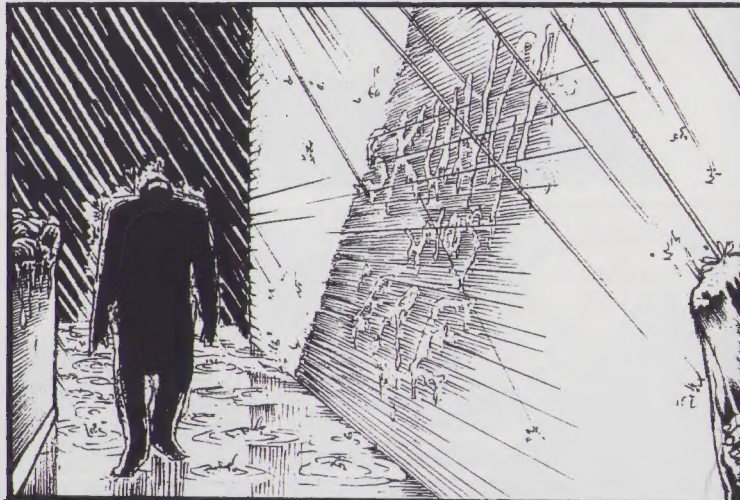
Claymore.



Great!



Where the hell is he?



Finally.

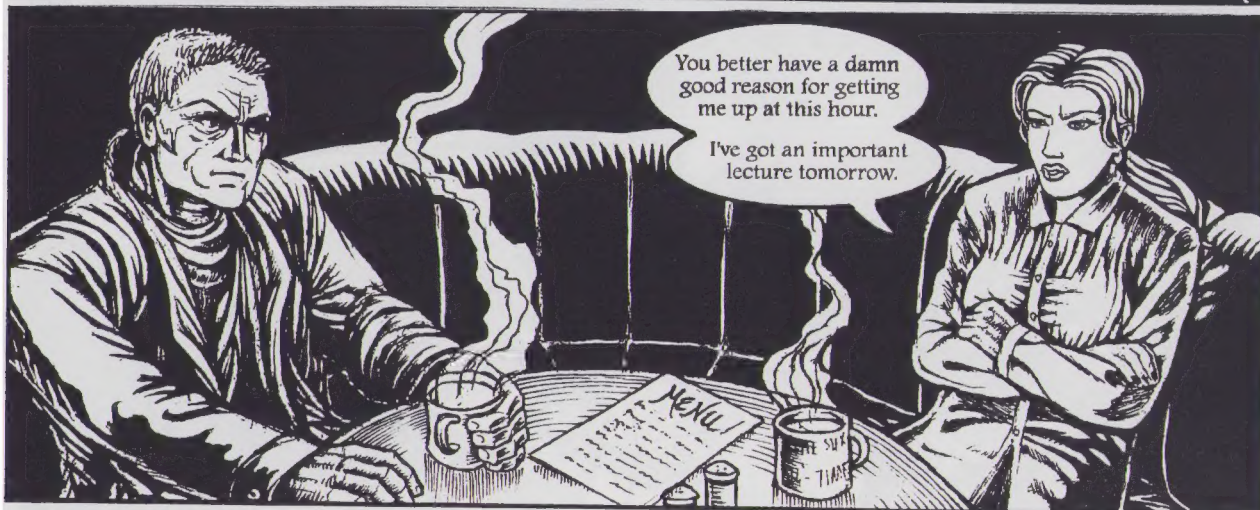
This had better be good!



Claymore.

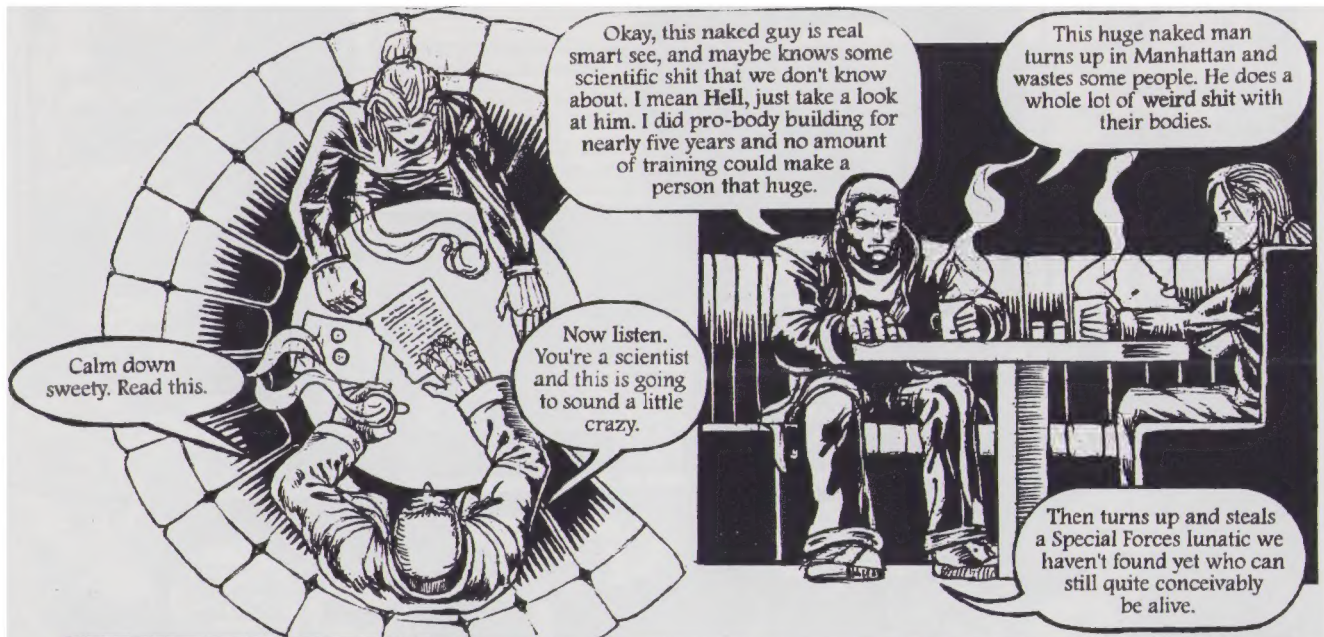


Don't touch me!



You better have a damn good reason for getting me up at this hour.

I've got an important lecture tomorrow.



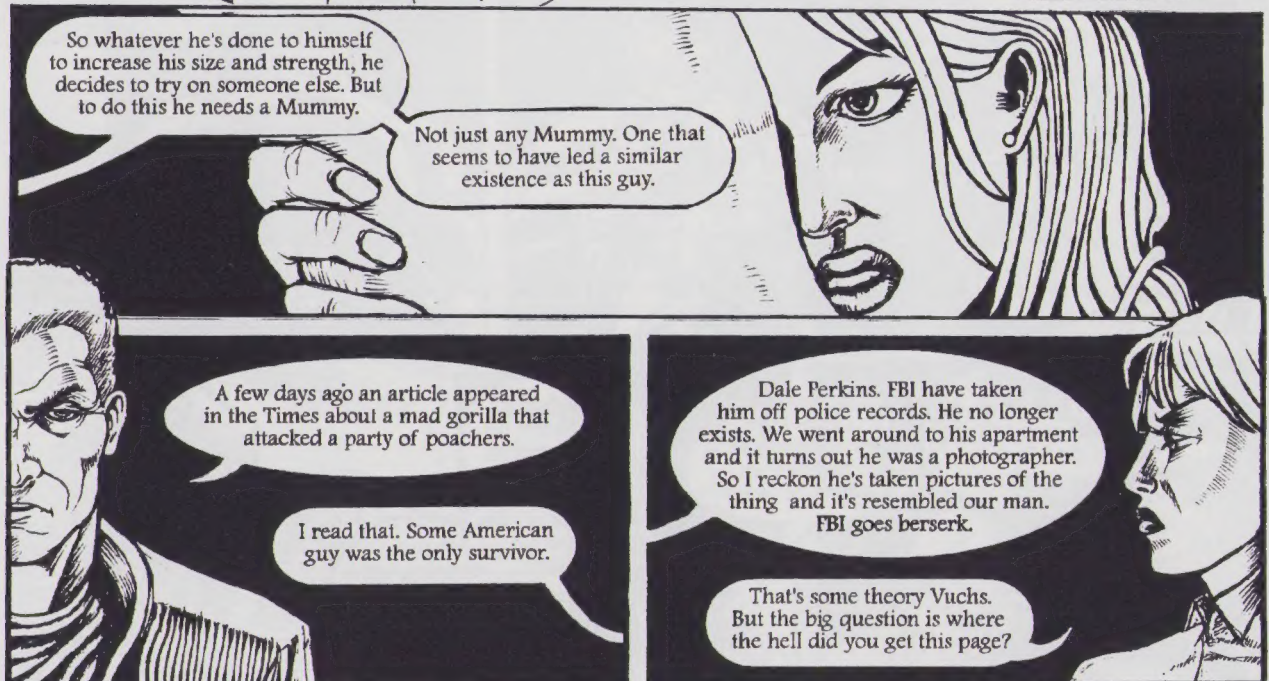
Calm down
sweety. Read this.

Okay, this naked guy is real
smart see, and maybe knows some
scientific shit that we don't know
about. I mean Hell, just take a look
at him. I did pro-body building for
nearly five years and no amount
of training could make a
person that huge.

Now listen.
You're a scientist
and this is going
to sound a little
crazy.

This huge naked man
turns up in Manhattan and
wastes some people. He does a
whole lot of weird shit with
their bodies.

Then turns up and steals
a Special Forces lunatic we
haven't found yet who can
still quite conceivably
be alive.



So whatever he's done to himself
to increase his size and strength, he
decides to try on someone else. But
to do this he needs a Mummy.

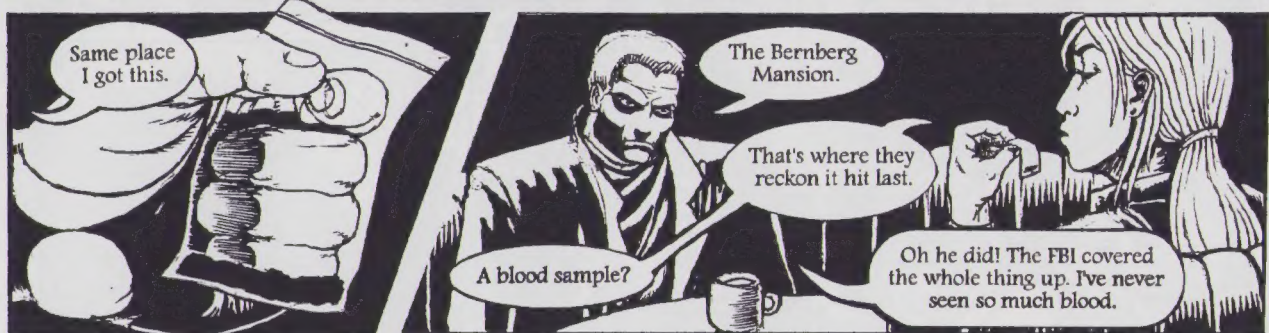
Not just any Mummy. One that
seems to have led a similar
existence as this guy.

A few days ago an article appeared
in the Times about a mad gorilla that
attacked a party of poachers.

I read that. Some American
guy was the only survivor.

Dale Perkins. FBI have taken
him off police records. He no longer
exists. We went around to his apartment
and it turns out he was a photographer.
So I reckon he's taken pictures of the
thing and it's resembled our man.
FBI goes berserk.

That's some theory Vuchs.
But the big question is where
the hell did you get this page?



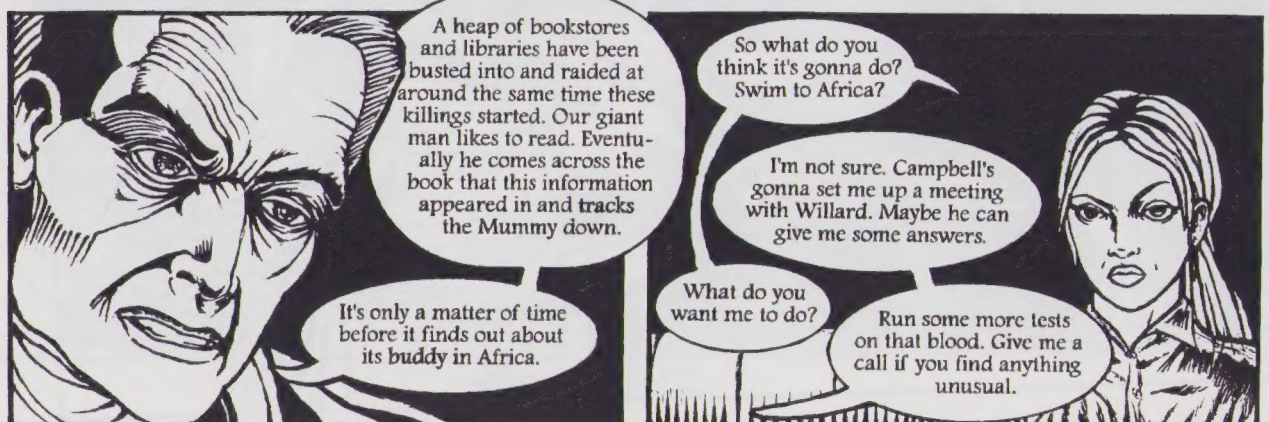
Same place
I got this.

The Bernberg
Mansion.

That's where they
reckon it hit last.

A blood sample?

Oh he did! The FBI covered
the whole thing up. I've never
seen so much blood.



A heap of bookstores
and libraries have been
busted into and raided at
around the same time these
killings started. Our giant
man likes to read. Eventu-
ally he comes across the
book that this information
appeared in and tracks
the Mummy down.

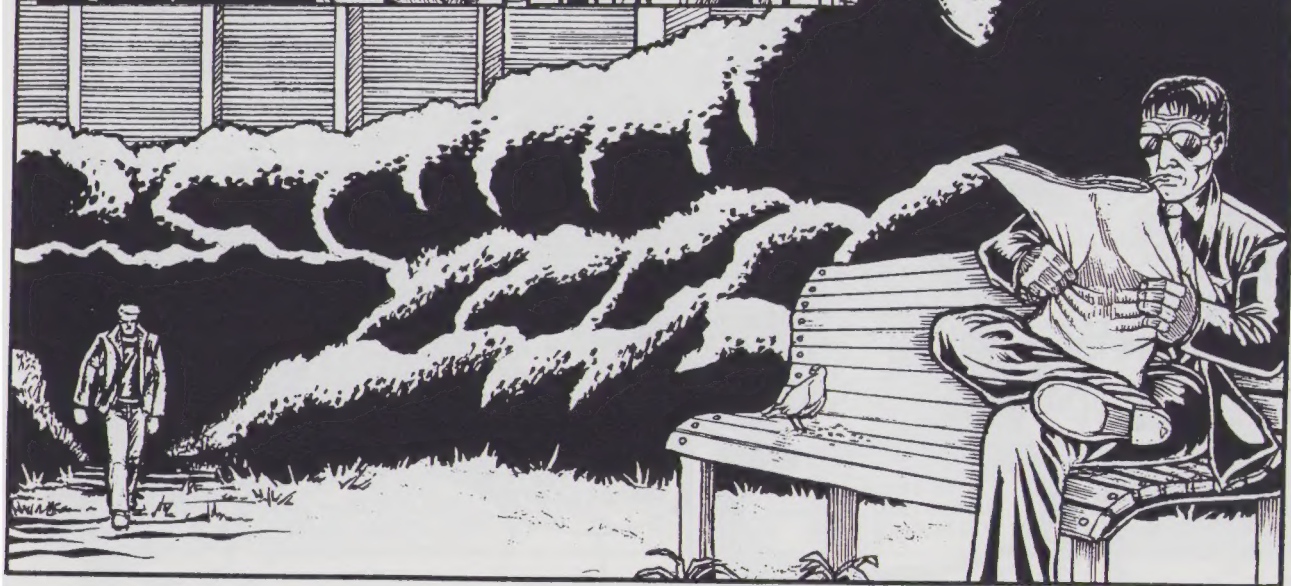
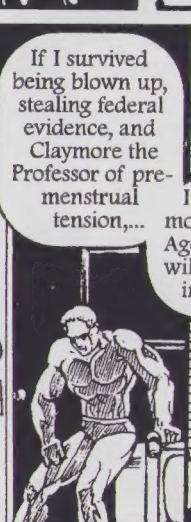
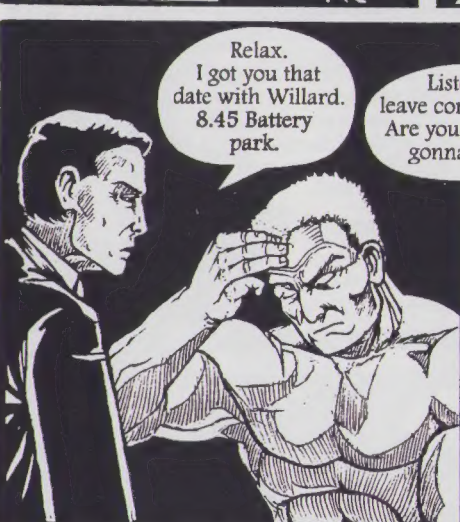
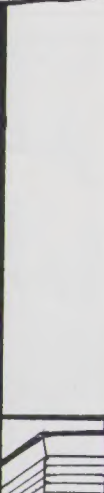
It's only a matter of time
before it finds out about
its buddy in Africa.

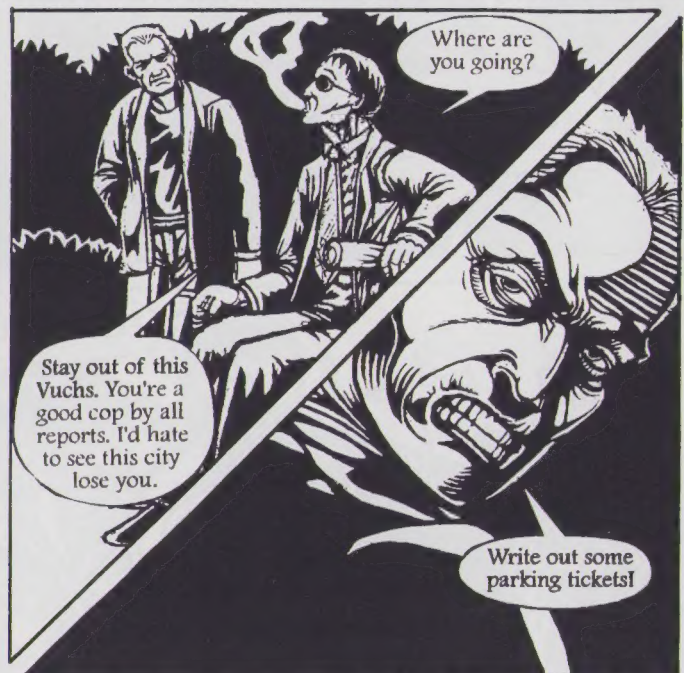
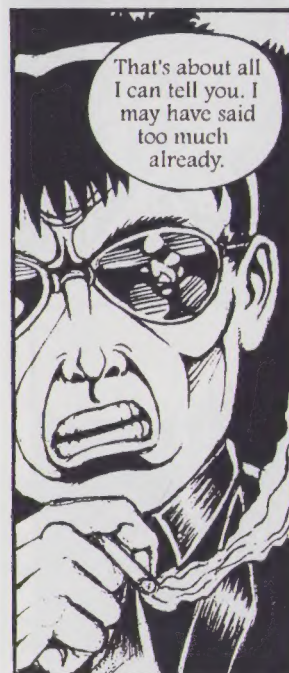
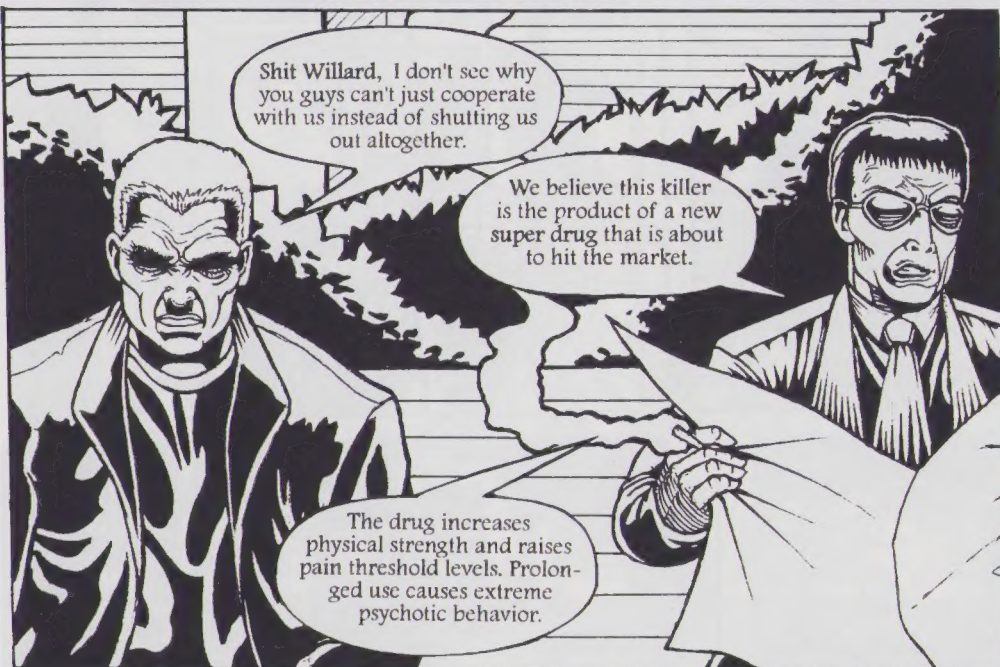
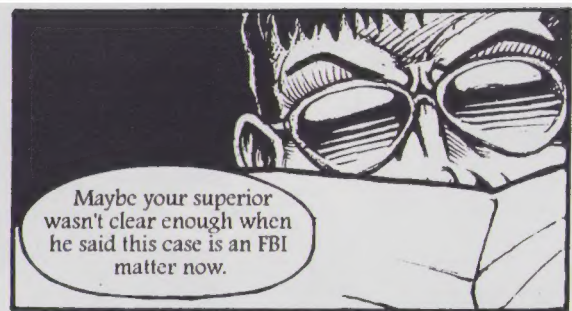
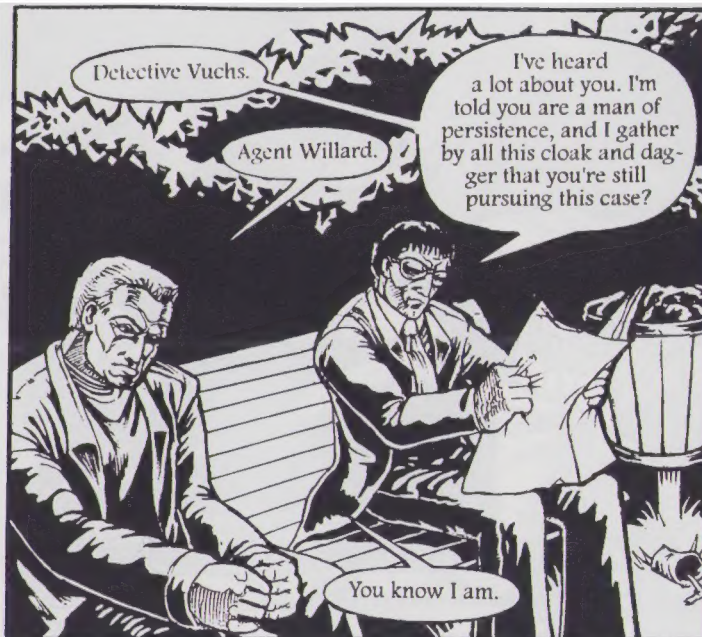
So what do you
think it's gonna do?
Swim to Africa?

I'm not sure. Campbell's
gonna set me up a meeting
with Willard. Maybe he can
give me some answers.

What do you
want me to do?

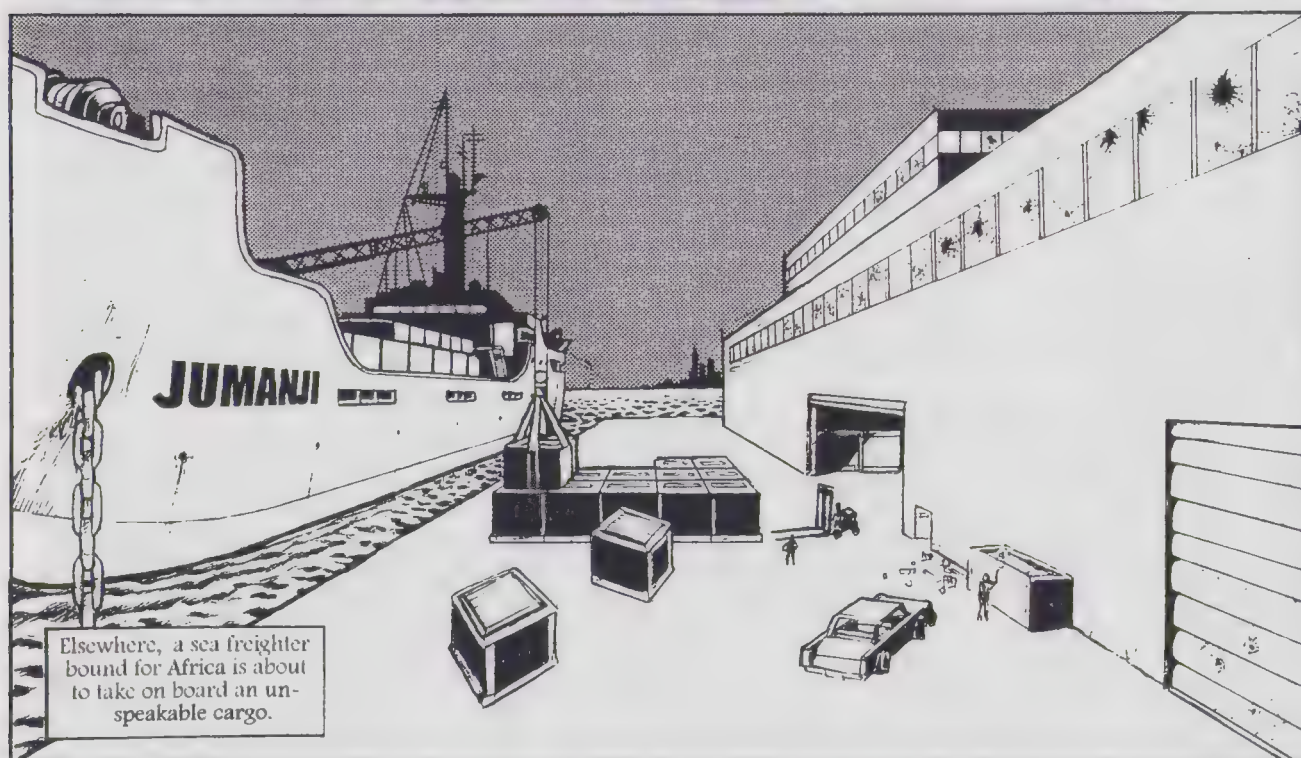
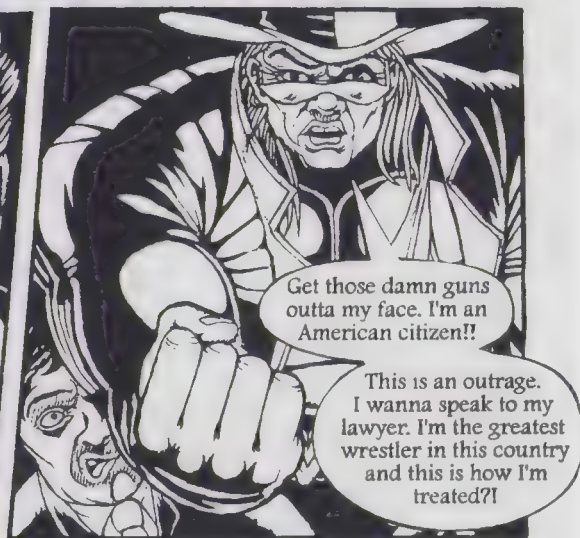
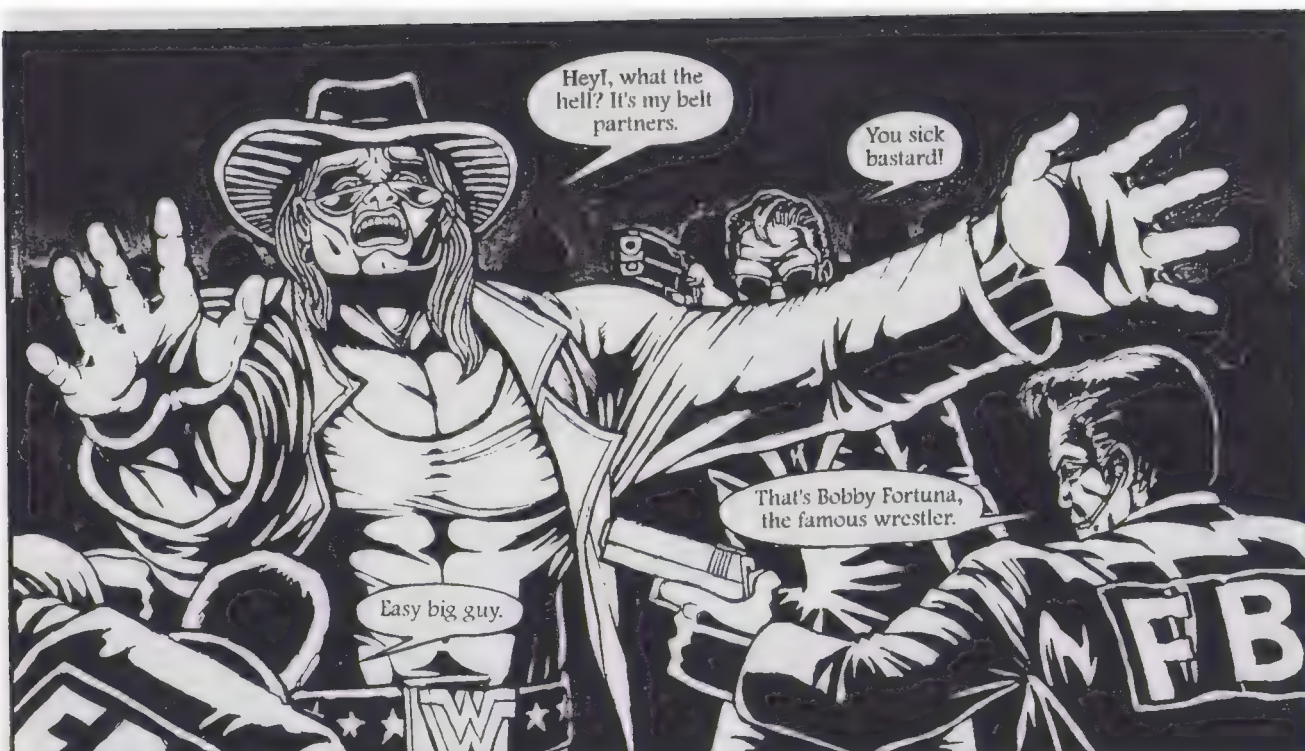
Run some more tests
on that blood. Give me a
call if you find anything
unusual.

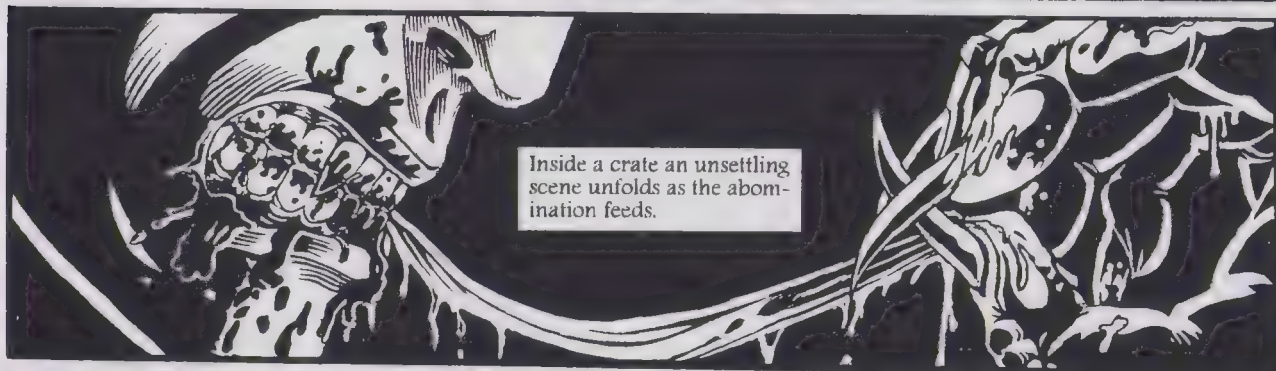
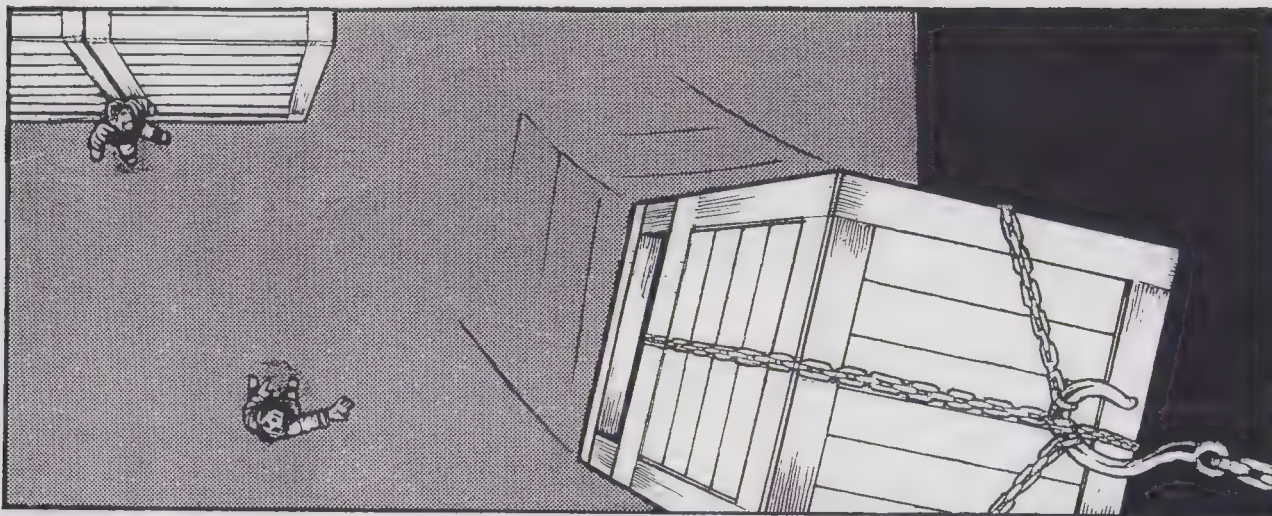


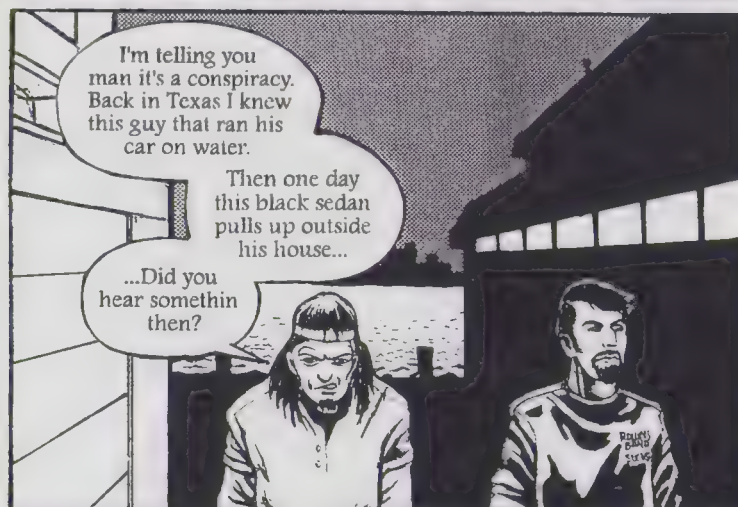


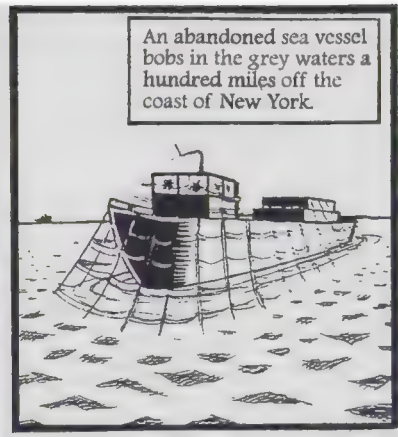
John F. Kennedy International Airport, 6.30pm.







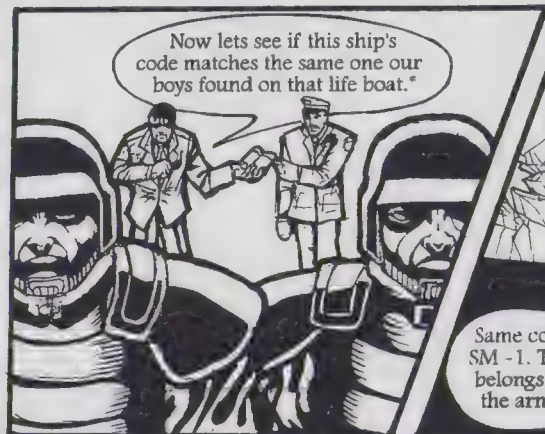
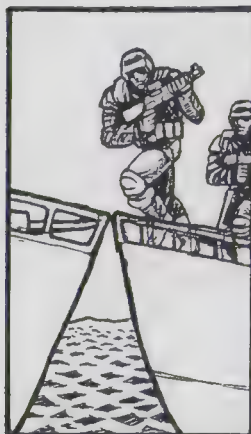




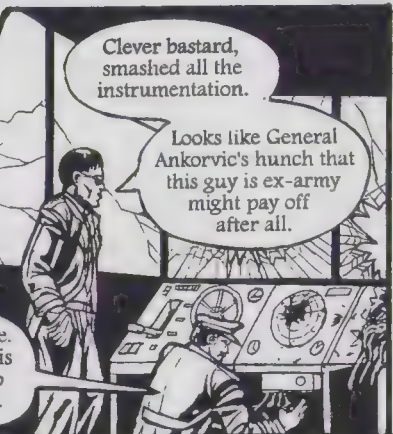
An abandoned sea vessel bobs in the grey waters a hundred miles off the coast of New York.



Bring it right up to the bow!



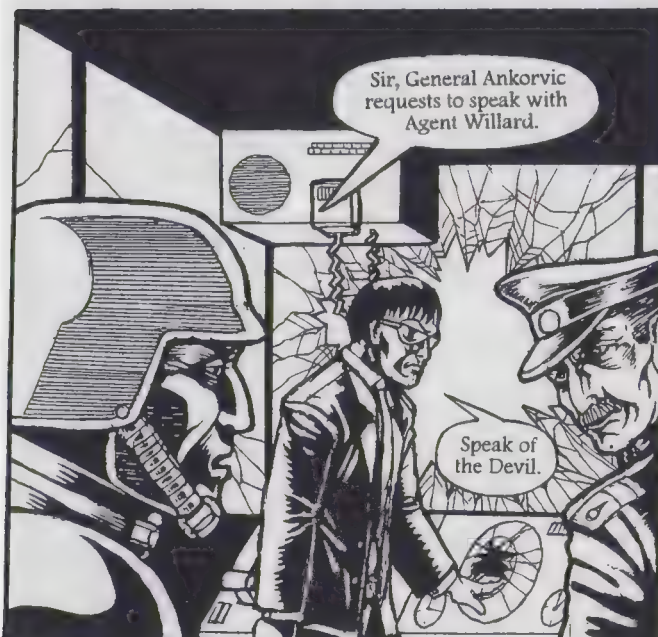
Now lets see if this ship's code matches the same one our boys found on that life boat.*



Clever bastard, smashed all the instrumentation.

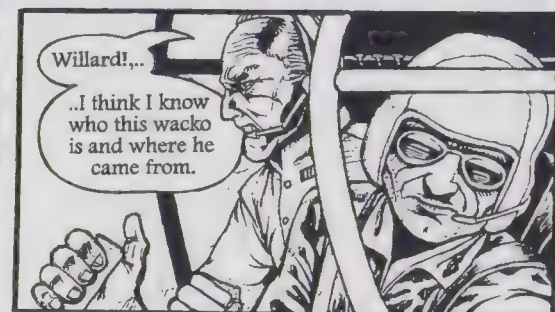
Looks like General Ankovic's hunch that this guy is ex-army might pay off after all.

Same code. SM - 1. This belongs to the army.



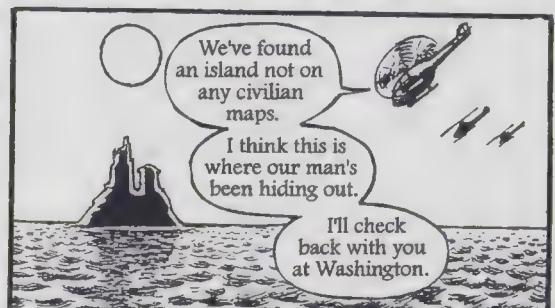
Sir, General Ankovic requests to speak with Agent Willard.

Speak of the Devil.



Willard!...

...I think I know who this wacko is and where he came from.



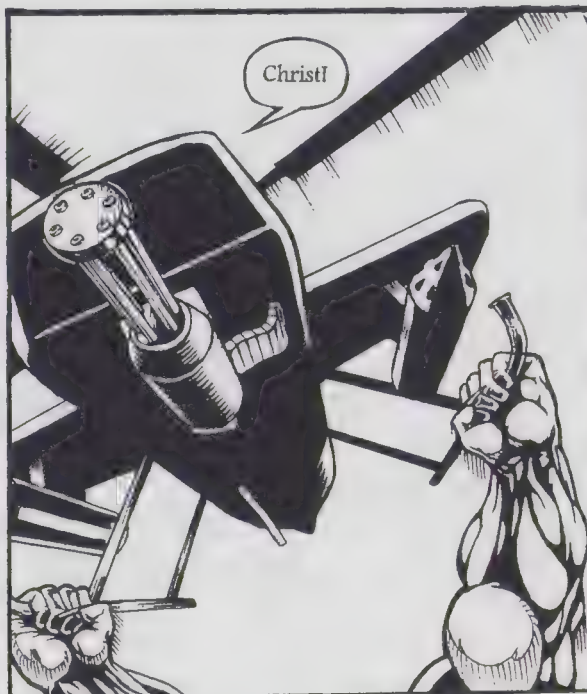
We've found an island not on any civilian maps.

I think this is where our man's been hiding out.

I'll check back with you at Washington.

* See Issue #1, page 5, last panel.

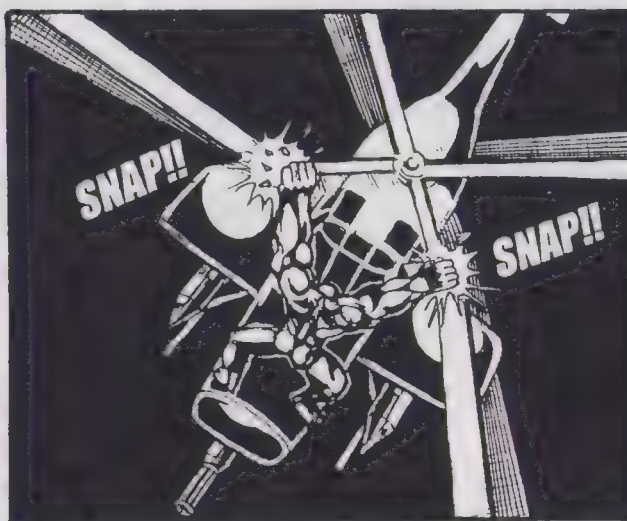






Mayday!
Mayday!

I'll shoot it
in the fuckin'
head!!



In the depths
of the jungle...

...a second reunion
is about to unfold.



COMICON '96 - Everything you expected - and less.

Well as you may have guessed by the title of this little story, Comicon was overall a bit of a disappointment, but we'll start with the facts first.

Comicon was held on the weekend of Saturday 7th and Sunday 8th December at the Centerpoint Convention Centre Sydney and had as its biggest draw cards, James O'Barr (creator of "The Crow") and William Tucci (writer/artist of "Shi"). Unfortunately these two great artists failed to turn up allegedly due to passport issues arising from both of them being adopted. Now I don't understand why being adopted has anything to do with getting a passport (and if you know please write to me and put me straight) but the inside info at the convention was that the organization of the passports was left much too late and therefore weren't ready in time to get James and Will over here. In fact the overall impression of Comicon, not just from us but from quite a few other stall holders, was that it was quite badly organized. This can also be backed up by the fact that the Melbourne Comicon was canceled due to lack of interest. The only reason that Muscles and Guns found out about Comicon was through a flyer that was sent to me through the mail because I had put my name down for information about James O'Barr at Ozcon 5. When it came to the actual convention you would think that there would be arrows and posters all over the joint showing those who actually knew about Comicon where to go. Wrong. There were hardly any. You also might think that there'd be queues around the block waiting to get O'Barr's signature. Wrong again. We only found out that he wasn't turning up on the Saturday of the conference and the amount of people that didn't show up only confirmed how badly advertised and organized it really was. Needless to say many people were disappointed, customers and vendors alike, at the whole event. But enough bitching. For 'Demonskin' and the Muscles and Guns crew we can only be happy at the amount of interest, encouragement and praise that the comic received. For this we can only thank everyone who turned up, looked at our stand, talked to us, looked at the comics, and maybe even bought one. Even though it was a bit of a downer, the amount of interest that people showed and the amount of exposure (even though it was less than we hoped) was enough to bring us back up again.

As a first convention we can say, for us, it was a success. Another encouraging aspect was the amount of people who came to us asking questions about the Australian comic industry and showing us their artwork, all of which was of a very high standard. We've got some great artists out there. We gave out so many flyers about the compilation comic we want to do it was amazing. C'mon people, let's get a move on and get some of that artwork in to us! This is a great chance to get your ideas and artwork out to the public.

Anyway, again to everyone for their support - family, friends, the comic buyers

and everyone else who have been behind us from the start - a huge THANK YOU !! to all of you.
See you next issue!

Ross Murray,

Co-editor.



Jason, Ross, Jeremy, and Matthew.

LETTERS!

Dear Muscles and Guns,
Thanks very Much. for the letter and the copy of Demonskin #2, which was a pleasant surprise on my return home from holidays.

I continue to like the direction you're taking with this book. #2 maintained my interest to the same degree as #1 but for different reasons. While the first issue held lots of surprises in simply getting to know the protagonists and their situations, #2 looked in a bit more depth at the peripheral players (Campbell and Vuchs) while also adding an additional plot element with the "demon skinning" of marine Cobbs. Taking my second point first, I liked the unstated logic behind the Demonskin's actions. It's good to see that you don't insult your readers intelligence by explaining every single event in the story, something I often find Marvel guilty of. The fact that Nathaniel hates what he has become, yet creates a second Demonskin should be enough for people to work out that the Demonskin is continuing its species.

Shining the spotlight on detective Vuchs and Campbell in #2 was a good move. They represent the human perspective on events, functioning like a chorus in ancient Greek drama by echoing the audience's questions about what's occurring. They were also used effectively to push the plot forward. Having their power removed by the FBI prompted them to investigate Dale Perkins and so the story line will start to tie the African Demonskin with Nathaniel. It also pleases me to see a couple of tough cops who won't allow themselves to be pushed around by the feds, who I assume want the Demonskin for their own nefarious purposes.

Although only putting in a brief appearance, Professor Claymore also impressed me with her strength and determination and I hope we'll see more of her in #3. She has the same personality

traits that make Campbell and Vuchs entertaining.

The art continues to excite me. You and Jeremy are obviously very aware of the skills needed to create good black and white art as opposed to colour art without the colours. The background shading on pp. 2-3, for example, was very detailed. It's pleasing to see you didn't just opt for lots of black just to save time. The centre pages carried a real punch, especially the arm being pulled off (although the sequence showing the gunman's head disintegrating under Nathaniel's fist on the next page was effective too).

And speaking of Nathaniel, the tension between him and the Demonskin was communicated very well through the art, to the point where lengthy captions would have detracted from the impact. The constant shifts between Nathaniel and the Demonskin speaking created an effective tension throughout the second half of the story.

Once more I think your maturity as a storyteller was evident in #2 with the last four pages. The fact that you can let the art maintain the flow of the story without the words shows how solid the art is. And when the captions return they are not overdone, providing just enough information to wrap the issue up nicely while setting things up for #3.

Well that's it for this letter. I very much look forward to Demonskin #3 as this title has definitely got me interested.

Mark Dito

Thanks Mark for your encouraging letter, we appreciate your comments. Claymore will certainly be making more of an appearance as the story progresses.

Write to: Muscles and Guns
58 Heather Rd
Winnalee
N.S.W 2777



Illustration by T.J. McCallum.

For copies of the Demonskin Feature Film Screenplay contact Script to Screen on (047) 544081 or write to Muscles and Guns.

DEMONSKIN

CONTRIBUTOR

**MUSCLES
&
GUNS**

Vol #1, DECEMBER, 1996



Comicon Downunder
THE SHAPE OF SKINS TO COME

FREE!!

VAMPIRE KILLERS

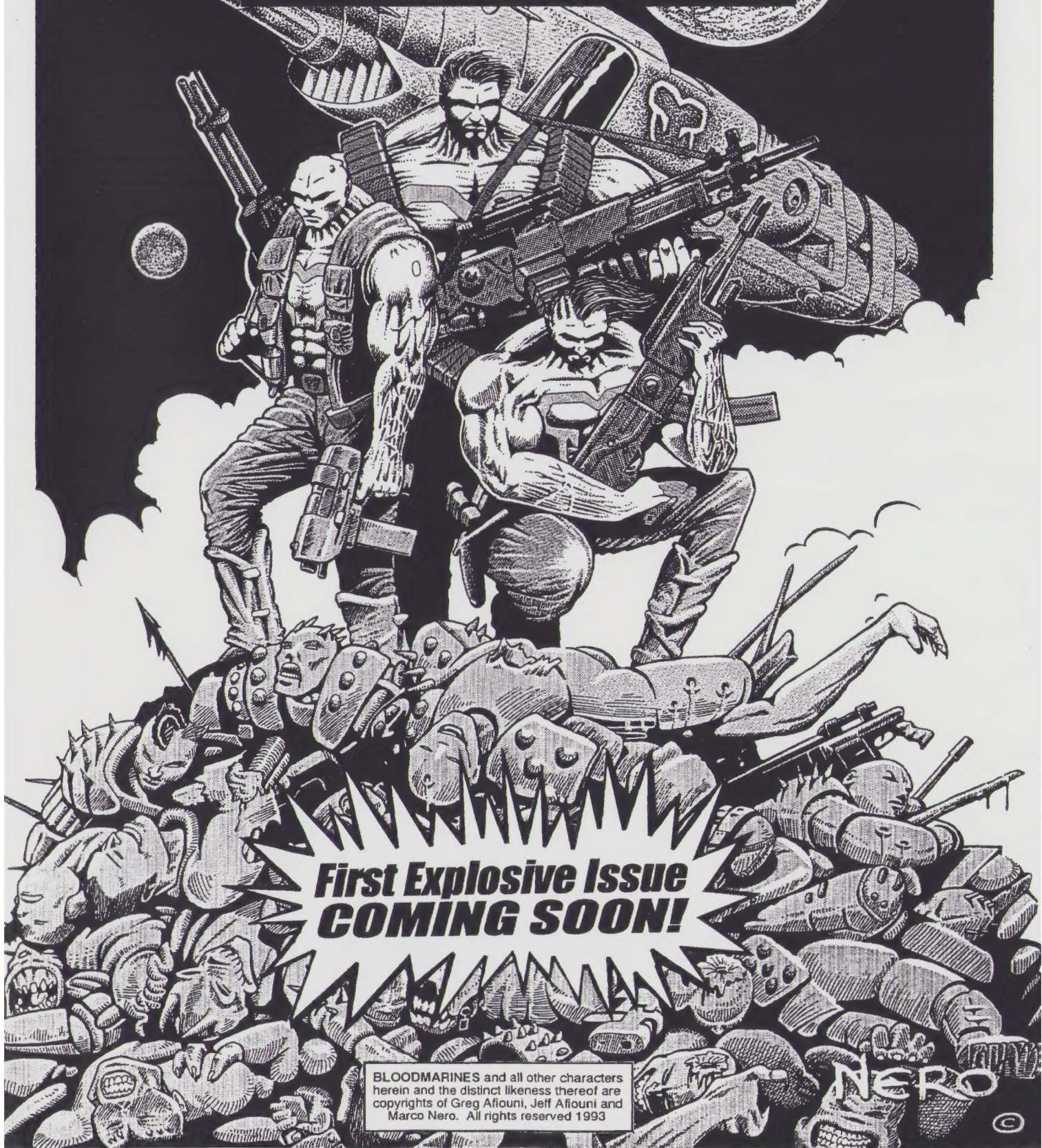
Vampirism is Chicago's newest problem.

Meet the solution.

Muscles & Guns present a Coffin Day Comic



MUSCLES & GUNS



**First Explosive Issue
COMING SOON!**

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NERO

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ALWAYS DEMONED

